

JOINT INFORMATION ENGINEERING ORGANIZATION
Parkridge III, 10701 Parkridge Boulevard, Reston, VA 20191
SYMOLOGY STANDARDS MANAGEMENT COMMITTEE DIRECTIVE

SSMC NO: 3-01

Date: August 24, 2001

CP No: MIL00-19B

Title: Add RectangularTarget Build-up Area

Originator, Name and Address:

Army/PM EFCCS

SSMC Action:

- Approved
- Approved with Changes
- Withdrawn
- Deferred
- Declared Substantive
By:
 - Disapproved
 - Testing Required
 - Prior to Decision
 - Subsequent to Decision
 - Allied Coordination Required

Decision:

Approved as modified. See attached CP for approved modifications.

Votes Cast/Proposed Change

Approve Disapprove N/A

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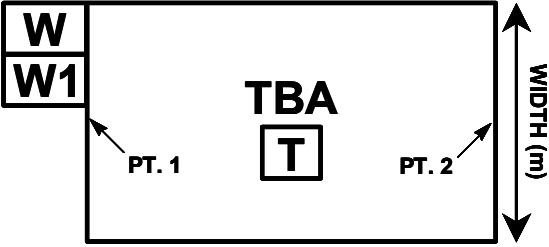
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<input type="checkbox"/>	NSA
<input checked="" type="checkbox"/>	DIA

Chairperson

Mary Ann Andersen

(Signature)

SYMBOL CONFIGURATION MANAGEMENT CHANGE PROPOSAL FORM			
CHANGE PROPOSAL NUMBER		MIL00-19B	
ORIGINATOR	SPONSOR	DATE RECEIVED	DATE OF ACTION
PM FATDS	ARMY	1 September 2000	August 23, 2001
CHANGE PROPOSAL TITLE			
ADD NEW SYMBOL, TARGET BUILD-UP AREA (TBA), RECTANGULAR			
SUGGESTED CHANGE			
<p>The Fire Support community has a requirement to add a new symbol to MIL-STD-2525B.</p> <ol style="list-style-type: none"> 1. The purpose of the Rectangular Target Build-up Area symbol is to graphically display rectangular Target Build-up Areas to commanders in the Common Operational Picture (COP)/Common Tactical Picture (CTP). 2. Recommend adding to hierarchy item 2.X.4, Fire Support, under the “Areas”, “Target Acquisition Zones” hierarchy, 2.X.4.3.3, figure B-17, and table B-IV. 			
<p>OVERVIEW:</p> <p>Currently, the standard does not contain a symbol depicting rectangular Target Build-up Area (TBA). The purpose of the Rectangular Target Build-up Area symbol is to graphically display to commanders and operators the geometry used in the fire support system that prohibits the fire support engagement of a specific target type within a designated area until the number of targets reach the specified threshold established for that target type. Incorporation into MIL STD 2525B, which will be used in JMTK and GSD, will allow the symbols to be transmitted/received by all battlefield system. The rectangular Target Build-up Area is a required symbol for use in the COP/CTP to be shared across the battlefield. The development of the COP/CTP is required of all ABCS component systems. Fire Support systems are the producer of the rectangular Target Build-up Area for the COP/CTP. Fire Support systems will retain this capability for fielding throughout the Army and USMC.</p>			
<p>OPERATIONAL DESCRIPTION</p> <p>In general, the rectangular Target Build-up Area symbol is used in the fire support system to designate an area that prohibits the fire support engagement of a specific target type until the number of targets reaches the specified threshold (e.g., 15 tank targets) established for that type. Two (2) point locations and a width are required to graphically display a rectangular Target Built-up Area. The minimum information required to interoperate with another system is defined below.</p>			
<p>IMPLEMENTATION</p> <p>Description: Fire Support, Area, Rectangular Target Build-up Area</p> <p>Parameters:</p> <ol style="list-style-type: none"> 1. Anchor Points. This graphic requires two anchor points and a width, defined in meters, to define the boundary of the area. Points 1 and 2 will be located in the center of two opposing sides of the rectangle. 2. Size/Shape. Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle. Shape: Rectangle. The information fields should be moveable and scaleable. 3. Orientation. As determined by the anchor points. <p>Fixed/Dynamic: Dynamic</p> <p>Hierarchy: 2.X.4.3.3.8.2</p> <p>Symbol ID: G*F*AZBR--****X</p>			

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CHANGE PROPOSAL TITLE			
ADD NEW SYMBOL, TARGET BUILD-UP AREA (TBA), RECTANGULAR			
<u>Tactical Graphic:</u>		<u>Example:</u>	
 <div style="display: flex; align-items: center; justify-content: center;"> <div style="text-align: center; margin-right: 20px;"> TBA T </div> <div style="margin-right: 20px;"> PT. 1 PT. 2 </div> <div style="margin-right: 20px;"> WIDTH (m) </div> </div>			
JIEO ANALYSIS			
<p>OVERVIEW:</p> <p>POTENTIAL CONFLICTS WITH EXISTING SYMOLOGY:</p> <p>CONFORMANCE TO SYMBOL GUIDELINES:</p> <p>ADEQUACY AND IMPACT ON OTHER PROGRAMS:</p>			
<p>C/S/A COMMENTS</p> <hr/> <hr/>			
<p>DECISION NOTICE</p>			
<p>SSMC 3-01: Approved as amended. MIL00-19A amended by adding text to point out that width will be defined in meters. See parameters and graphic example above and the example of Table B-IV in attachment A.</p>			

Attachment A to MIL00-19B, Add New Symbol, Target Build-up Area (TBA), Rectangular

Tasks:

1. Modify Figure B-17 to reflect new hierarchy structure (Figure B-17 becomes Figures B-17.1 and B-17.2) and addition of new Fire Support graphics.

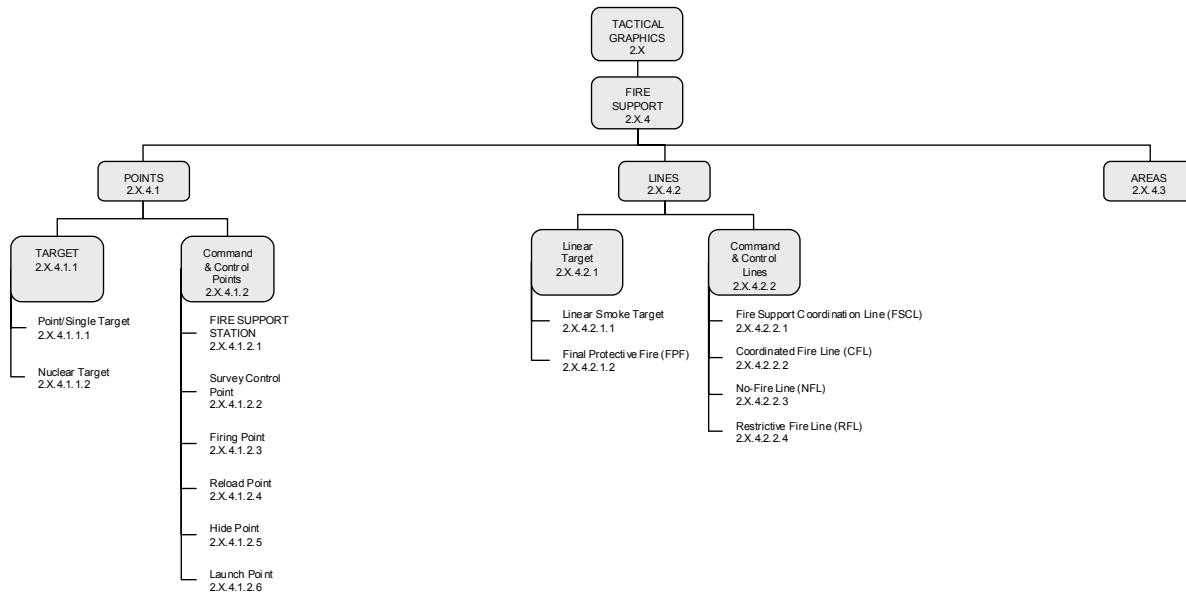


Figure B-17.1. Fire Support.

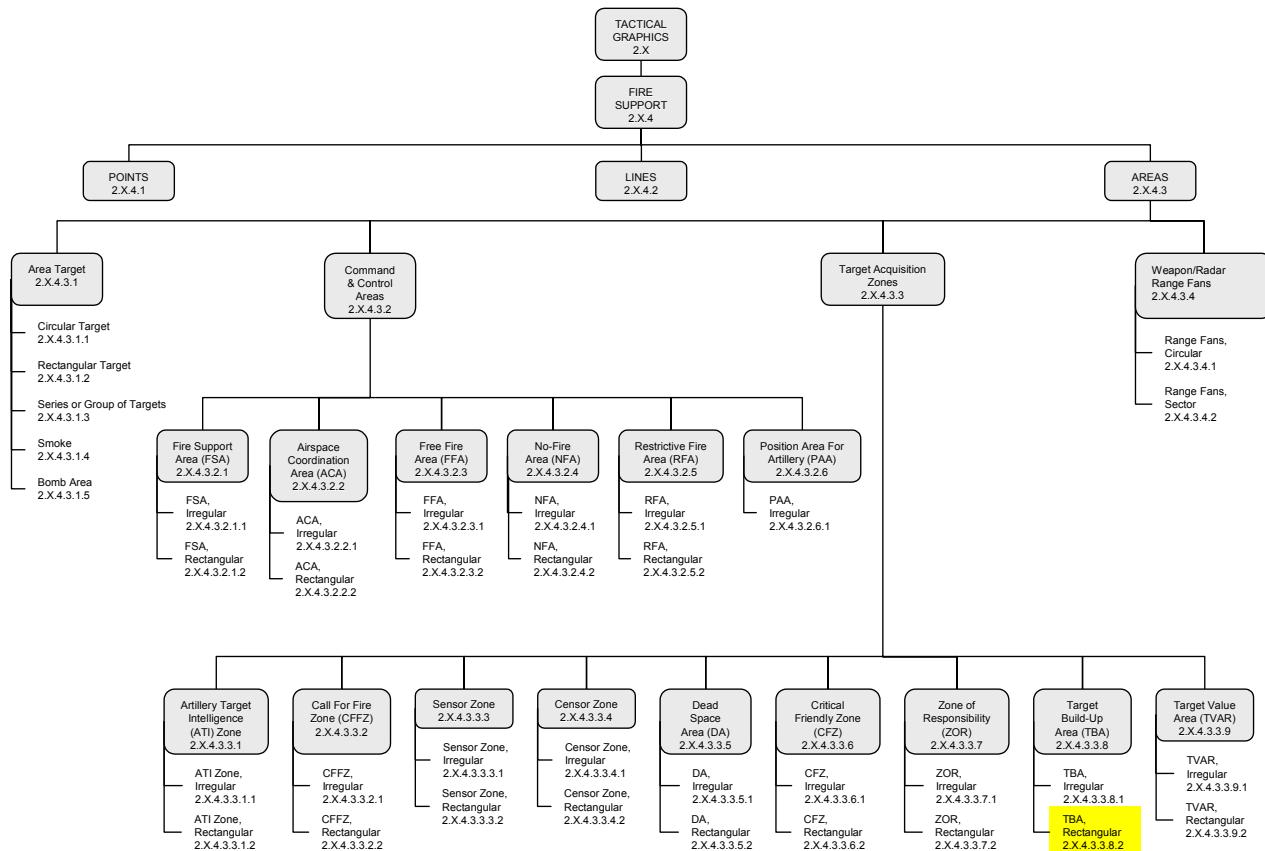


Figure B-17.2. Fire support.

Attachment A to MIL00-19B, Add New Symbol, Target Build-up Area (TBA), Rectangular

2. Modify Table B-III to reflect restructured hierarchy numbers, provide new symbol IDs for restructured graphics and addition of new graphics' hierarchy numbers and symbol IDs.

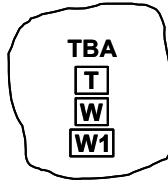
HIERARCHY									DESCRIPTION
2.X.4	G	*	F	*	--	--	--	**	X FIRE SUPPORT
2.X.4.1	G	*	F	*	P-	--	--	**	X POINT
2.X.4.1.1	G	*	F	*	PT	--	--	**	X TARGET
2.X.4.1.1.1	G	*	F	*	PT	S-	--	**	X POINT/SINGLE TARGET
2.X.4.1.1.2	G	*	F	*	PT	N-	--	**	X NUCLEAR TARGET
2.X.4.1.2	G	*	F	*	PC	--	--	**	X COMMAND AND CONTROL
2.X.4.1.2.1	G	*	F	*	PC	F-	--	**	X FIRE SUPPORT STATION
2.X.4.1.2.2	G	*	F	*	PC	S-	--	**	X SURVEY CONTROL POINT (SCP)
2.X.4.1.2.3	G	*	F	*	PC	B-	--	**	X FIRING POINT
2.X.4.1.2.4	G	*	F	*	PC	R-	--	**	X RELOAD POINT
2.X.4.1.2.5	G	*	F	*	PC	H-	--	**	X HIDE POINT
2.X.4.1.2.6	G	*	F	*	PC	L-	--	**	X LAUNCH POINT
2.X.4.2	G	*	F	*	L-	--	--	**	X LINES
2.X.4.2.1	G	*	F	*	LT	--	--	**	X LINEAR TARGET
2.X.4.2.1.1	G	*	F	*	LT	S-	--	**	X LINEAR SMOKE TARGET
2.X.4.2.1.2	G	*	F	*	LT	F-	--	**	X FINAL PROTECTIVE FIRE (FPF)
2.X.4.2.2	G	*	F	*	LC	--	--	**	X COMMANDAND CONTROL
2.X.4.2.2.1	G	*	F	*	LC	F-	--	**	X FIRE SUPPORT COORDINATION LINE (FSCL)
2.X.4.2.2.2	G	*	F	*	LC	C-	--	**	X COORDINATED FIRE LINE (CFL)
2.X.4.2.2.3	G	*	F	*	LC	N-	--	**	X NO-FIRE LINE (NFL)
2.X.4.2.2.4	G	*	F	*	LC	R-	--	**	X RESTRICTIVE FIRE LINE (RFL)
2.X.4.3	G	*	F	*	A-	--	--	**	X AREAS
2.X.4.3.1	G	*	F	*	AT	--	--	**	X AREA TARGET
2.X.4.3.1.1	G	*	F	*	AT	C-	--	**	X CIRCULAR TARGET
2.X.4.3.1.2	G	*	F	*	AT	R-	--	**	X RECTANGULAR TARGET
2.X.4.3.1.3	G	*	F	*	AT	G-	--	**	X SERIES OR GROUP OF TARGETS
2.X.4.3.1.4	G	*	F	*	AT	S-	--	**	X SMOKE
2.X.4.3.1.5	G	*	F	*	AT	B-	--	**	X BOMB AREA
2.X.4.3.2	G	*	F	*	AC	--	--	**	X COMMAND AND CONTROL
2.X.4.3.2.1	G	*	F	*	AC	S-	--	**	X FIRE SUPPORT AREA (FSA)
2.X.4.3.2.1.1	G	*	F	*	AC	SI	--	**	X FIRE SUPPORT AREA (FSA), IRREGULAR
2.X.4.3.2.1.2	G	*	F	*	AC	SR	--	**	X FIRE SUPPORT AREA (FSA), RECTANGULAR
2.X.4.3.2.2	G	*	F	*	AC	A-	--	**	X AIRSPACE COORDINATION AREA (ACA)
2.X.4.3.2.2.1	G	*	F	*	AC	AI	--	**	X AIRSPACE COORDINATION AREA (ACA), IRREGULAR
2.X.4.3.2.2.2	G	*	F	*	AC	AR	--	**	X AIRSPACE COORDINATION AREA (ACA), RECTANGULAR
2.X.4.3.2.3	G	*	F	*	AC	F-	--	**	X FREE FIRE AREA (FFA)
2.X.4.3.2.3.1	G	*	F	*	AC	FI	--	**	X FREE FIRE AREA (FFA), IRREGULAR
2.X.4.3.2.3.2	G	*	F	*	AC	FR	--	**	X FREE FIRE AREA (FFA), RECTANGULAR
2.X.4.3.2.4	G	*	F	*	AC	N-	--	**	X NO-FIRE AREA (NFA)
2.X.4.3.2.4.1	G	*	F	*	AC	NI	--	**	X NO-FIRE AREA (NFA), IRREGULAR
2.X.4.3.2.4.2	G	*	F	*	AC	NR	--	**	X NO-FIRE AREA (NFA), RECTANGULAR
2.X.4.3.2.5	G	*	F	*	AC	R-	--	**	X RESTRICTIVE FIRE AREA (RFA)
2.X.4.3.2.5.1	G	*	F	*	AC	RI	--	**	X RESTRICTIVE FIRE AREA (RFA), IRREGULAR
2.X.4.3.2.5.2	G	*	F	*	AC	RR	--	**	X RESTRICTIVE FIRE AREA (RFA), RECTANGULAR
2.X.4.3.2.6	G	*	F	*	AC	P-	--	**	X POSITION AREA FOR ARTILLERY (PAA)
2.X.4.3.2.6.1	G	*	F	*	AC	PI	--	**	X POSITION AREA FOR ARTILLERY (PAA),

Attachment A to MIL00-19B, Add New Symbol, Target Build-up Area (TBA), Rectangular

HIERARCHY	DESCRIPTION									
	FUNCTION ID	SIZE/MOBILITY	ORDER OF BATTLE	COUNTRY CODE						
STATUS	CATEGORY	AFFILIATION	CODE SCHEME							
2.X.4.3.3	G * F *	AZ -- --	** **	X	IRREGULAR					
2.X.4.3.3.1	G * F *	AZ I- --	** **	X	TARGET ACQUISITION ZONES					
2.X.4.3.3.1.1	G * F *	AZ II --	** **	X	ARTILLERY TARGET INTELLIGENCE (ATI) ZONE					
2.X.4.3.3.1.2	G * F *	AZ IR --	** **	X	ARTILLERY TARGET INTELLIGENCE (ATI) ZONE, IRREGULAR					
2.X.4.3.3.2	G * F *	AZ X- --	** **	X	RECTANGULAR					
2.X.4.3.3.2.1	G * F *	AZ XI --	** **	X	CALL FOR FIRE ZONE (CFFZ)					
2.X.4.3.3.2.2	G * F *	AZ XR --	** **	X	CALL FOR FIRE ZONE (CFFZ), IRREGULAR					
2.X.4.3.3.3	G * F *	AZ S- --	** **	X	CALL FOR FIRE ZONE (CFFZ), RECTANGULAR					
2.X.4.3.3.3.1	G * F *	AZ SI --	** **	X	SENSOR ZONE					
2.X.4.3.3.3.2	G * F *	AZ SR --	** **	X	SENSOR ZONE, IRREGULAR					
2.X.4.3.3.3.3	G * F *	AZ CR --	** **	X	SENSOR ZONE, RECTANGULAR					
2.X.4.3.3.3.4	G * F *	AZ D- --	** **	X	DEAD SPACE AREA (DA)					
2.X.4.3.3.3.5	G * F *	AZ DI --	** **	X	DEAD SPACE AREA (DA), IRREGULAR					
2.X.4.3.3.3.5.1	G * F *	AZ DR --	** **	X	DEAD SPACE AREA (DA), RECTANGULAR					
2.X.4.3.3.3.6	G * F *	AZ F- --	** **	X	CRITICAL FRIENDLY ZONE (CFZ)					
2.X.4.3.3.3.6.1	G * F *	AZ FI --	** **	X	CRITICAL FRIENDLY ZONE (CFZ), IRREGULAR					
2.X.4.3.3.3.6.2	G * F *	AZ FR --	** **	X	CRITICAL FRIENDLY ZONE (CFZ), RECTANGULAR					
2.X.4.3.3.3.7	G * F *	AZ Z- --	** **	X	ZONE OF RESPONSIBILITY (ZOR)					
2.X.4.3.3.3.7.1	G * F *	AZ ZI --	** **	X	ZONE OF RESPONSIBILITY (ZOR), IRREGULAR					
2.X.4.3.3.3.7.2	G * F *	AZ ZR --	** **	X	ZONE OF RESPONSIBILITY (ZOR), RECTANGULAR					
2.X.4.3.3.3.8	G * F *	AZ B- --	** **	X	TARGET BUILD-UP AREA (TBA)					
2.X.4.3.3.3.8.1	G * F *	AZ BI --	** **	X	TARGET BUILD-UP AREA (TBA), IRREGULAR					
2.X.4.3.3.3.8.2	G * F *	AZ BR --	** **	X	TARGET BUILD-UP AREA (TBA), RECTANGULAR					
2.X.4.3.3.3.9	G * F *	AZ V- --	** **	X	TARGET VALUE AREA (TVA)					
2.X.4.3.3.3.9.1	G * F *	AZ VI --	** **	X	TARGET VALUE AREA (TVA), IRREGULAR					
2.X.4.3.3.3.9.2	G * F *	AZ VR --	** **	X	TARGET VALUE AREA (TVA), RECTANGULAR					
2.X.4.3.3.4	G * F *	AX -- --	** **	X	WEAPON/RADAR RANGE FAN					
2.X.4.3.3.4.1	G * F *	AX C- --	** **	X	WEAPON/RADAR RANGE FAN, CIRCULAR					
2.X.4.3.3.4.2	G * F *	AX S- --	** **	X	WEAPON/RADAR RANGE FAN, SECTOR					

Attachment A to MIL00-19B, Add New Symbol, Target Build-up Area (TBA), Rectangular

3. Modify and amend Table B-IV as needed to agree with Figure B-17.1, B-17.2 and Table B-III as shown above.

DESCRIPTION	STATIC/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC	
		SYM-ID		
FIRE SUPPORT AREAS TARGET ACQUISITION ZONES TARGET BUILD-UP AREA (TBA)	N/A	2.X.4.3.3.8		
FIRE SUPPORT AREAS TARGET ACQUISITION ZONES TARGET BUILD-UP AREA (TBA) IRREGULAR	D	2.X.4.3.3.8.1		
		G*FPAZBI-- ****X		
		Example		
FIRE SUPPORT AREAS TARGET ACQUISITION ZONES TARGET BUILD-UP AREA (TBA) RECTANGULAR	D	2.X.4.3.3.8.2		
Parameters		G*FPAZBR-- ****X		
		Example		